MINI ADVENTURE COMICS

35p

Blackbeard's Treasure

ADVENTURE ON THE HIGH SEAS

ISSUE 3

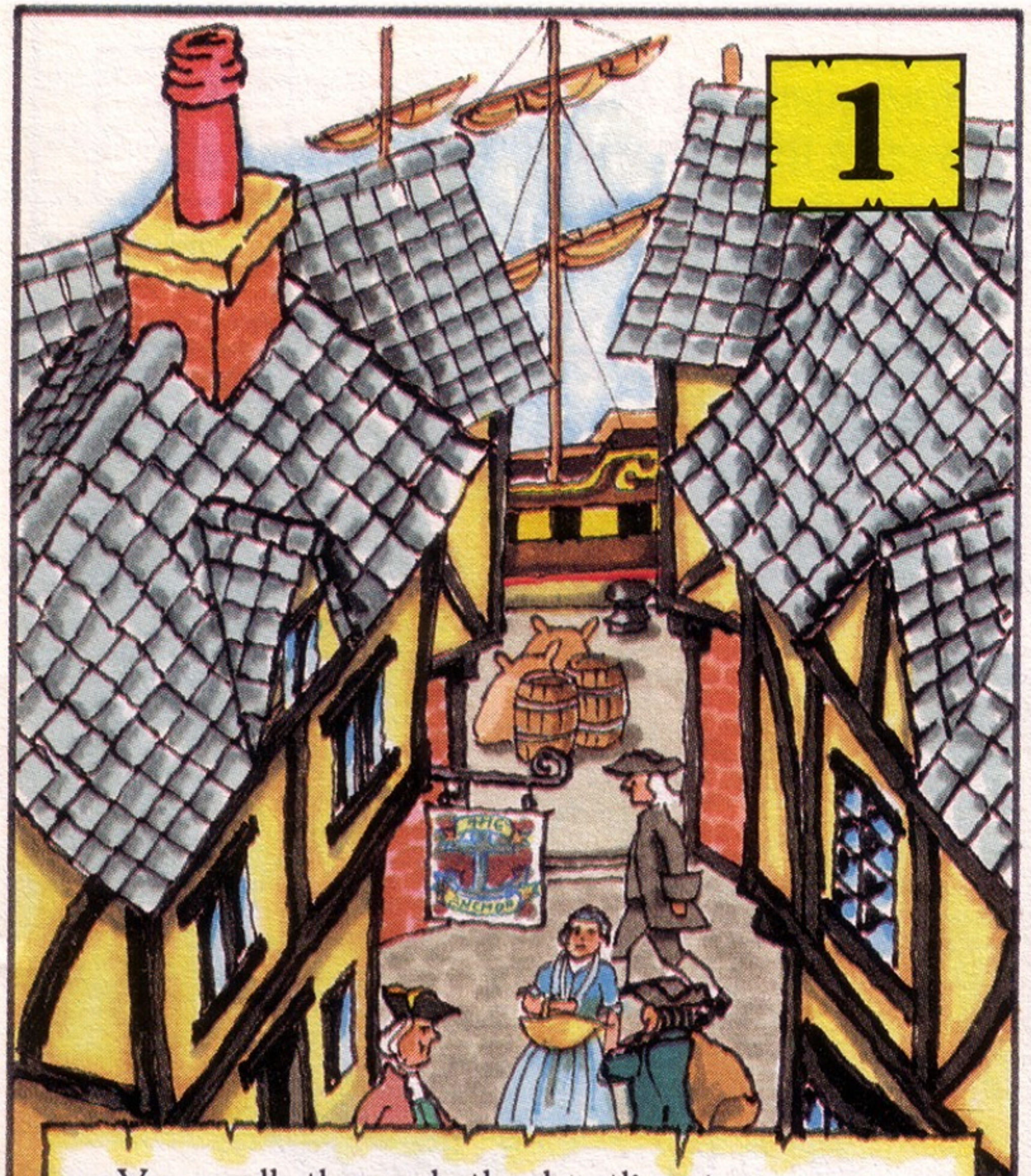
This is not a normal comic. Read each numbered panel only when you are told to do so. Each panel gives you a choice of what to do next. Make your choice and turn to that numbered panel WITHOUT READING ANY OTHERS.

It is the year 1715.

You have set out from the small village in which you were born to make your fortune. You have heard tales of great sailing ships which travel the world, returning laden with gold and spices from the East. You decide you will go to sea to seek adventure. You have eaten the bread and cheese you brought with you, but you still have 6 copper pennies tied in a handkerchief.

Night is coming and you are feeling tired and hungry. Then, coming to the top of a hill, you see the ocean before you. Spread out before you is a town and a harbour full of sailing ships. You walk down the hill and into the town.

Now go to PANEL 1



You walk through the bustling town, eventually you come to a tavern.

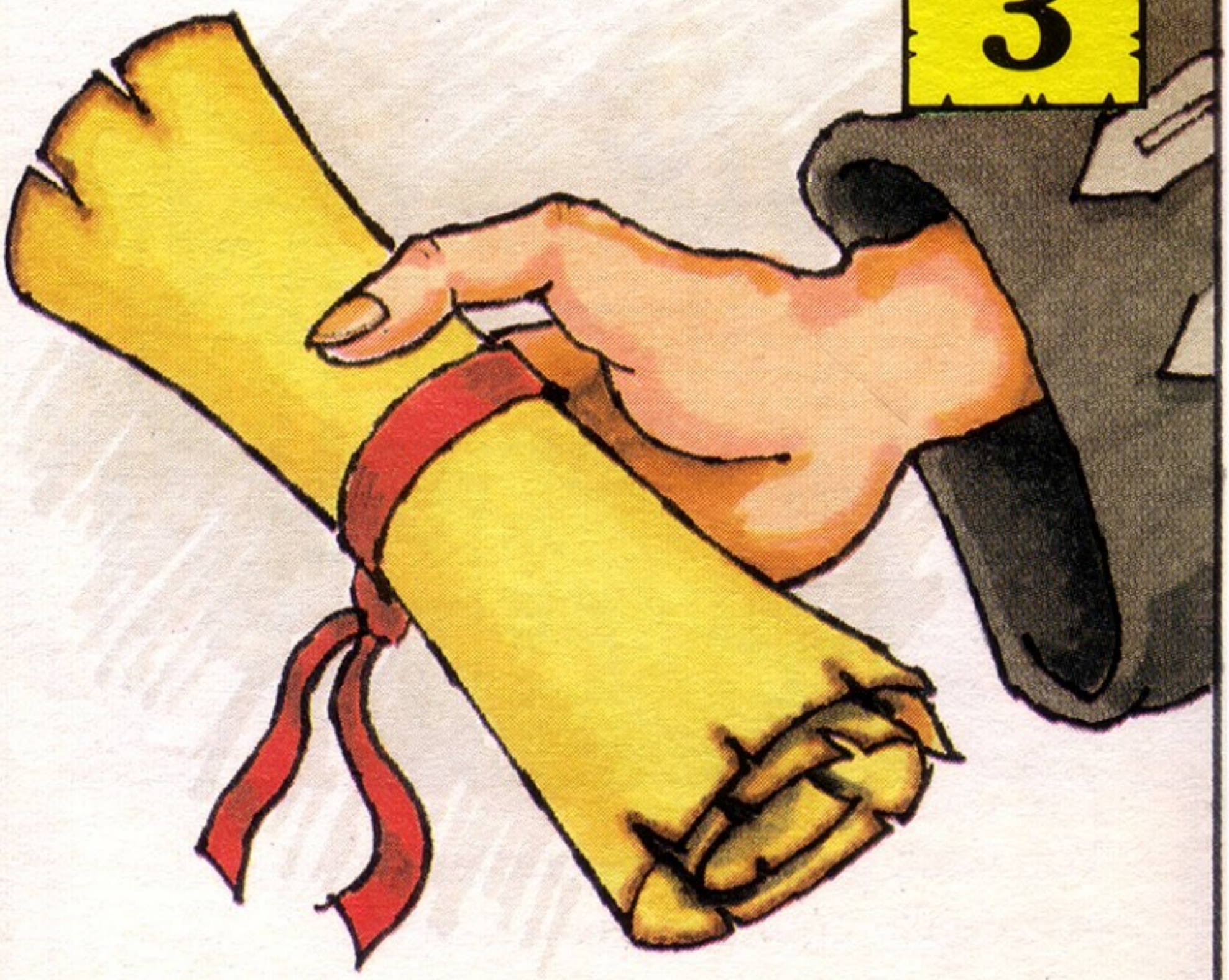
If you decide to go in and get something to eat, go to PANEL 20.
If you carry on down to the harbour, go to PANEL 15.

You order food. While you are waiting the man with the eye patch shouts across to you.

Go to 10.

2

3



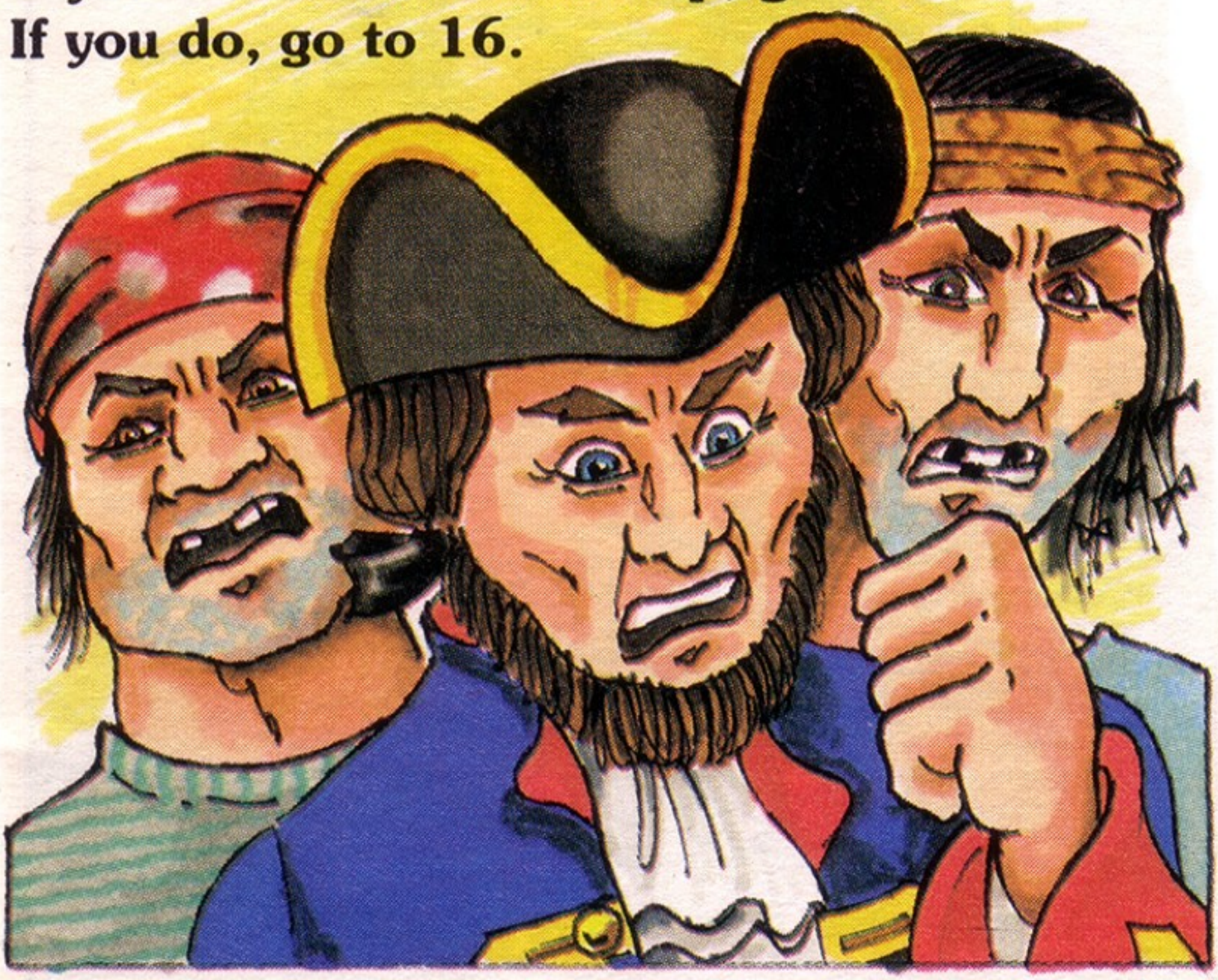
"Thank'ee," says the beggar, "one good turn deserves another." As he leaves, he hands you a piece of rolled parchment.

Go to 24.

"Well, we'll have it soon enough when we get to Blackbeard's Island!" says the captain, and they all leave your cabin.

4

If you do not have the map, go to 27.
If you do, go to 16.



The captain studies the map. "We'll sail to Blackbeard's Island right away!" he cries. The *Raven* sets sail.

5

Go to 17.

The pirates capture the *Bloodhound* and take everyone prisoner. "We'll make 'em all walk the plank!" says the pirate captain.

If you have the map tell them and go to 22.
If you do not, go to 31.

7

You show them the map during dinner. "Gad!" cries the Squire. "This is what we need to find Blackbeard's treasure, and you're in for an equal share my young friend!"

Go to 21.

"So ye swab!" he cries. "You want to sail with us, do 'ee? Well we need a cook's help, so welcome aboard!" The *Raven* sets sail.

Go to 17.

9

"God bless you for helping an old, blind beggar," he says. "Watch out for the man in the *eye* patch!" You enter the tavern.

Go to 25.

"Ahoy there, matey!" he shouts. "Will you drink with me? Here's a flagon of fine ale!"

10

If you drink the ale, go to 19.
If you decline, go to 33.

You row ashore with the crew and soon discover the spot marked on the map.

Go to 28.

11

12

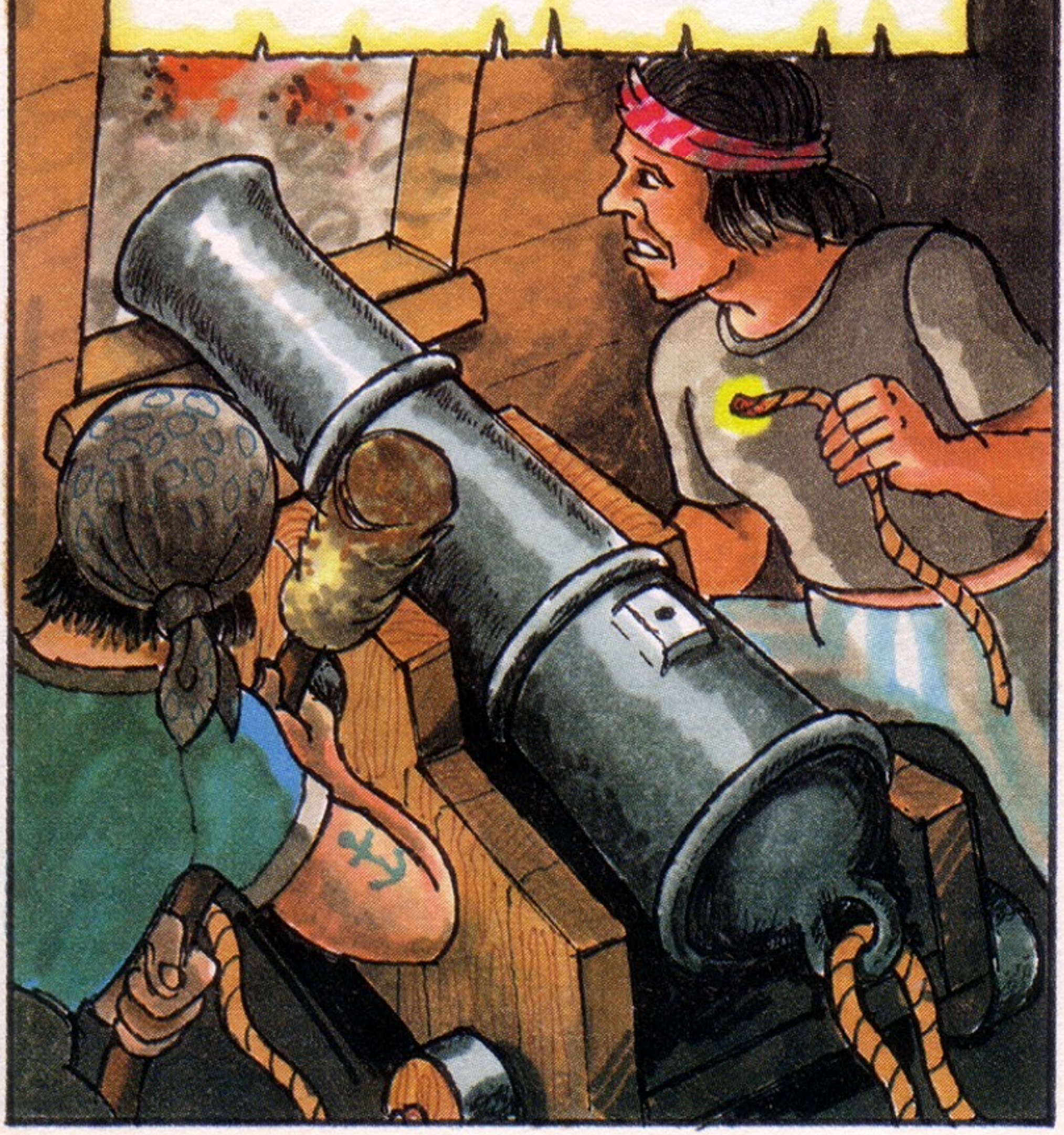
While they are digging you manage to escape unnoticed. You run back to the *Raven*, cut the anchor rope and set sail for home. You may not have found your fortune, but you certainly found adventure!

THE END

13

You've just been press ganged into the Navy! I'm afraid you won't make your fortune in this adventure!

THE END



14

"You look a likely cove," says one. "Would you like to sail with us on the *Raven*?"

If you say yes, go to 29.
If you say no and leave, go to 15.

Two men stop you. "I am Squire Tremaine," says one, "and this is Captain Pollet. We are sailing to Blackbeard's Island to search for buried treasure. Will you join us?"

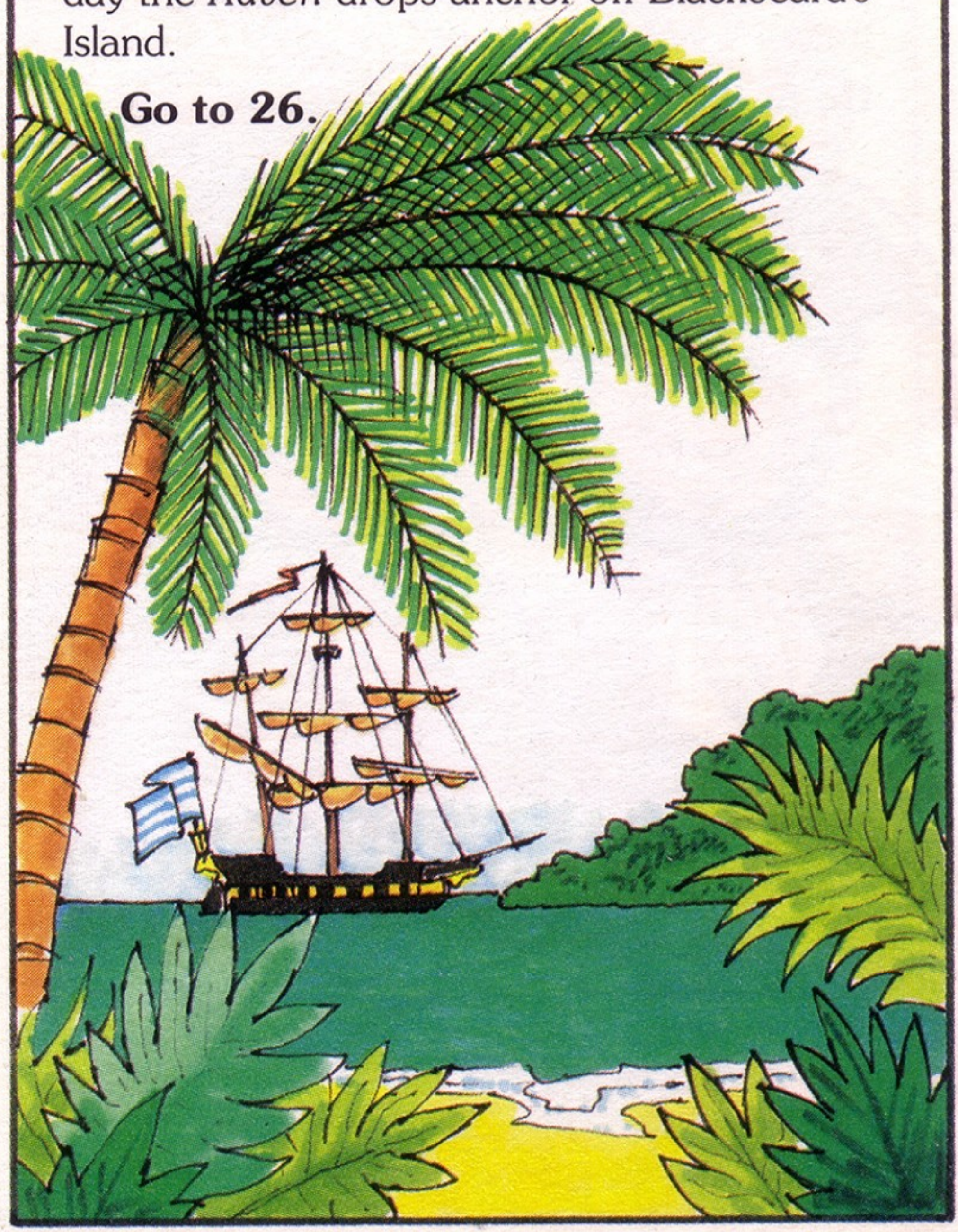
15

Go to 23.

You decide to memorise the map. Then you destroy it, and not a moment too soon, for the next day the *Raven* drops anchor off Blackbeard's Island.

16

Go to 26.



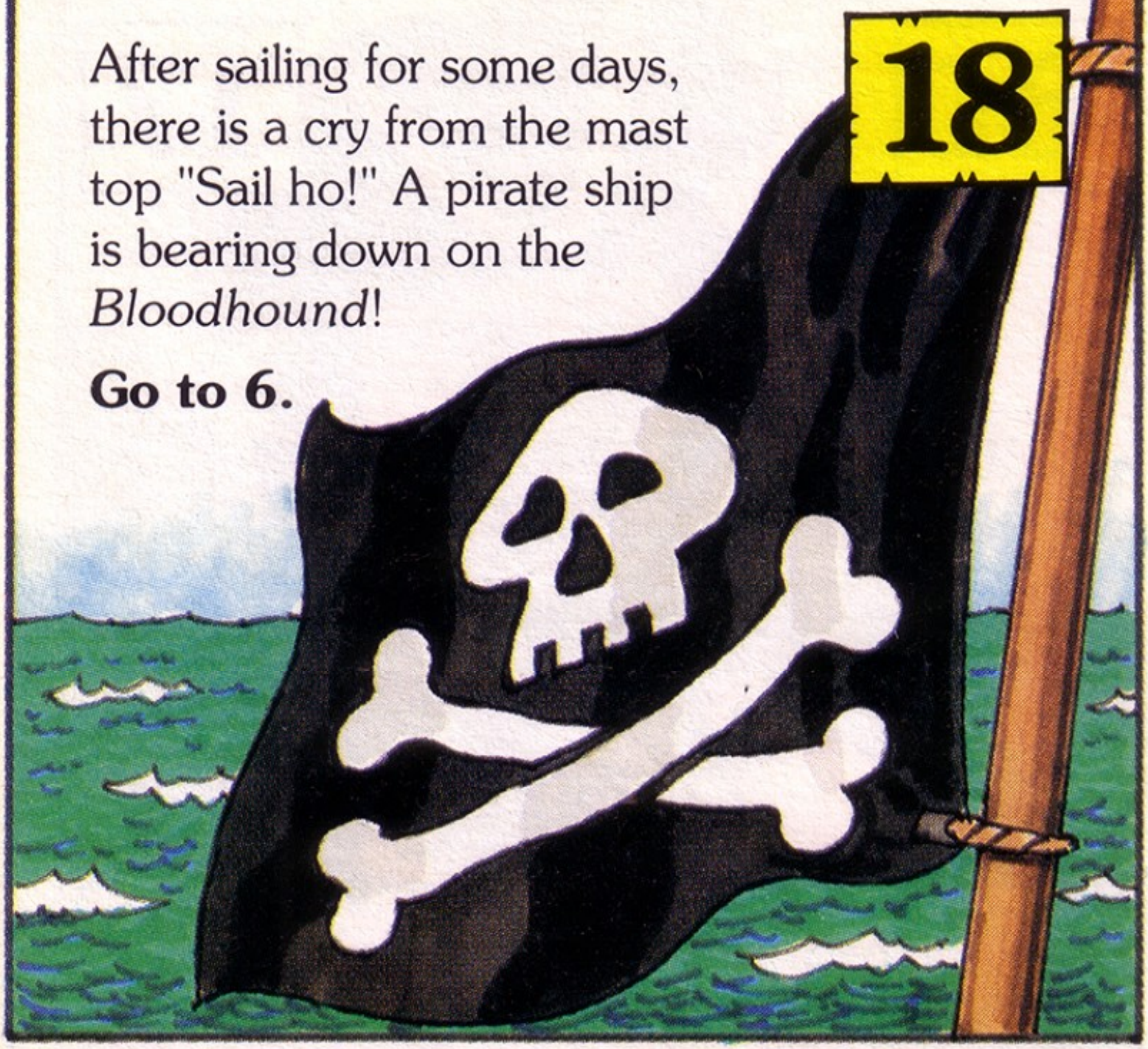
You have been at sea for a few days when, one morning you awake to find the captain and crew of the *Raven* searching your cabin. "Hand over the map the beggar gave you, me young bucko!" demands the captain, "or we'll make 'ee walk the plank!"

If you have the map and decide to hand it over, go to 22.
If you say you have not got the map, go to 4.

18

After sailing for some days, there is a cry from the mast top "Sail ho!" A pirate ship is bearing down on the *Bloodhound*!

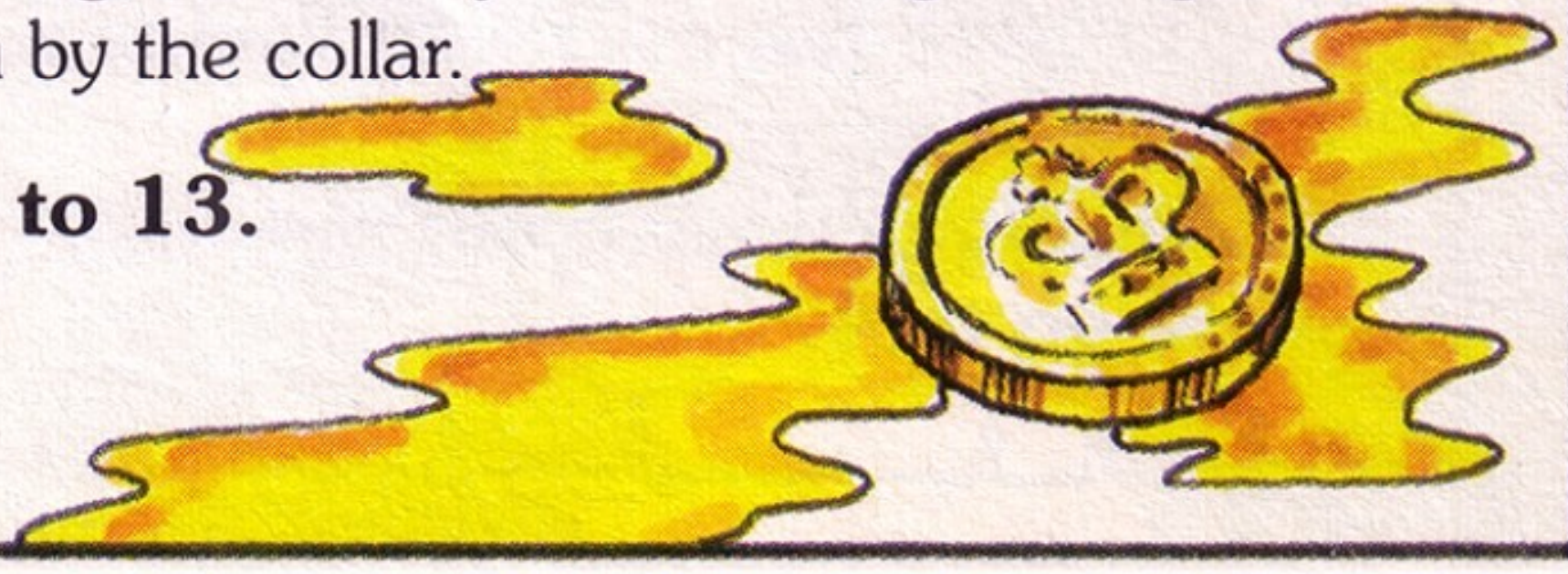
Go to 6.



19

At the bottom of the flagon you find a coin. You ask the sailor what it is. "That's the King's shilling, me hearty!" he cries, grabbing you by the collar.

Go to 13.



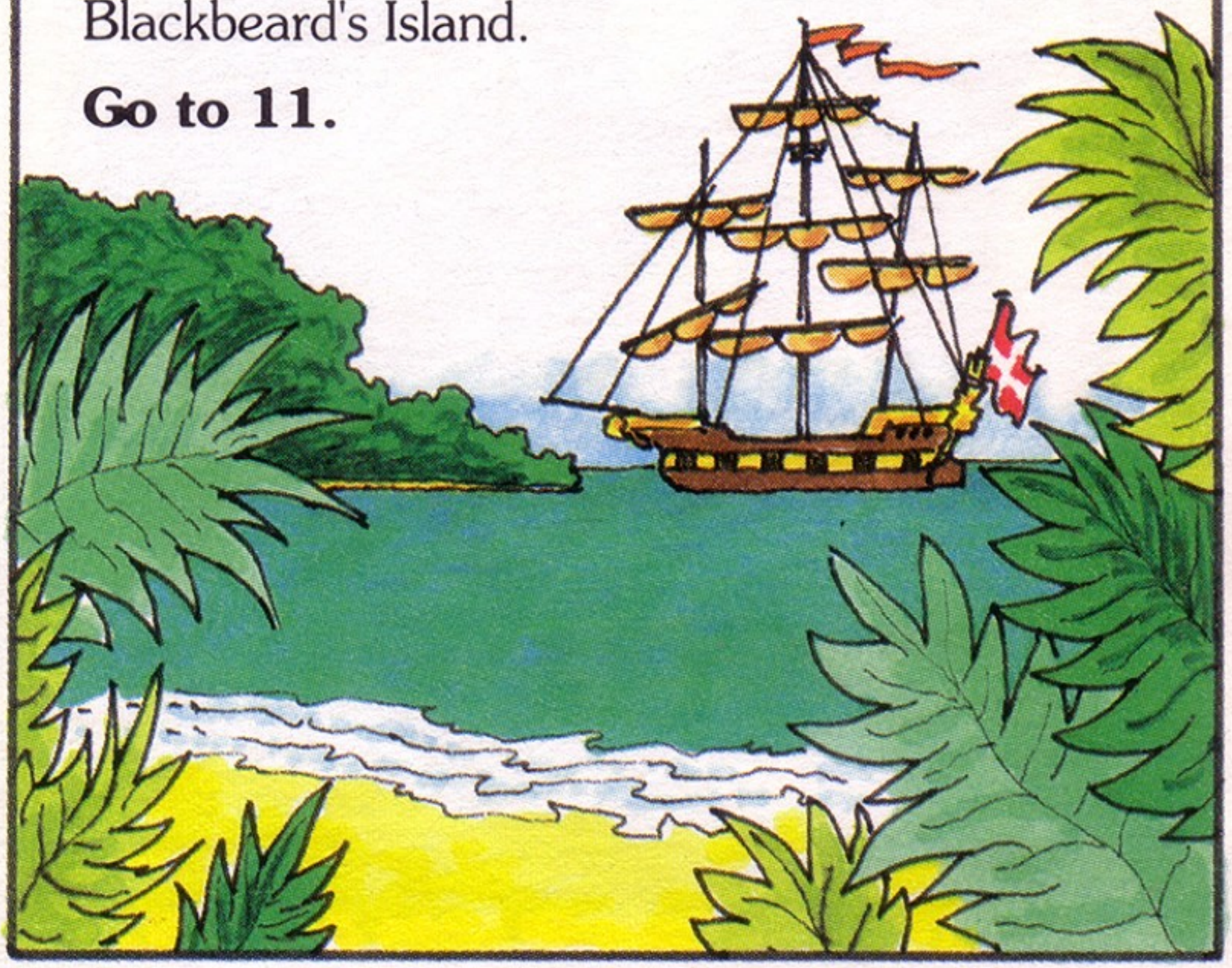
At the door of the tavern stands a blind beggar. "Spare a penny for a blind old sea dog?" he pleads.

If you give him one of your six pennies, go to 9.
If you invite him to come and eat with you, go to 30.
If you push past him, go to 25.

Some days later there is a cry of "land ho!" from the crows nest. Soon the ship drops anchor off Blackbeard's Island.

Go to 11.

21



You give them the map. "Aha!" cries the captain. "We don't need you now - we can find the treasure for ourselves! Now you'll walk the plank!"

22

THE END

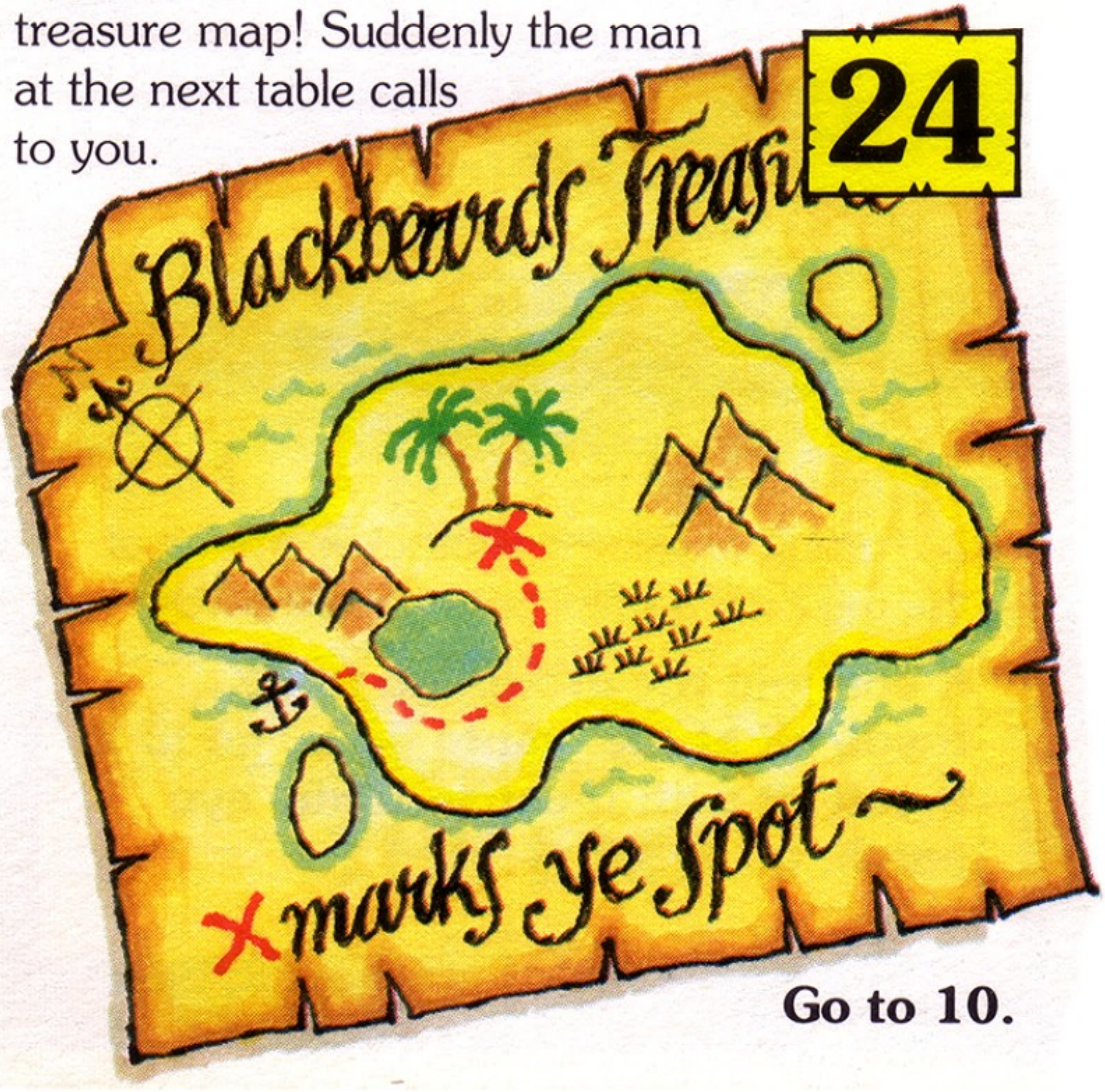
You say you will sail with them, you go aboard their ship, the *Bloodhound*, and set sail straight away.

23

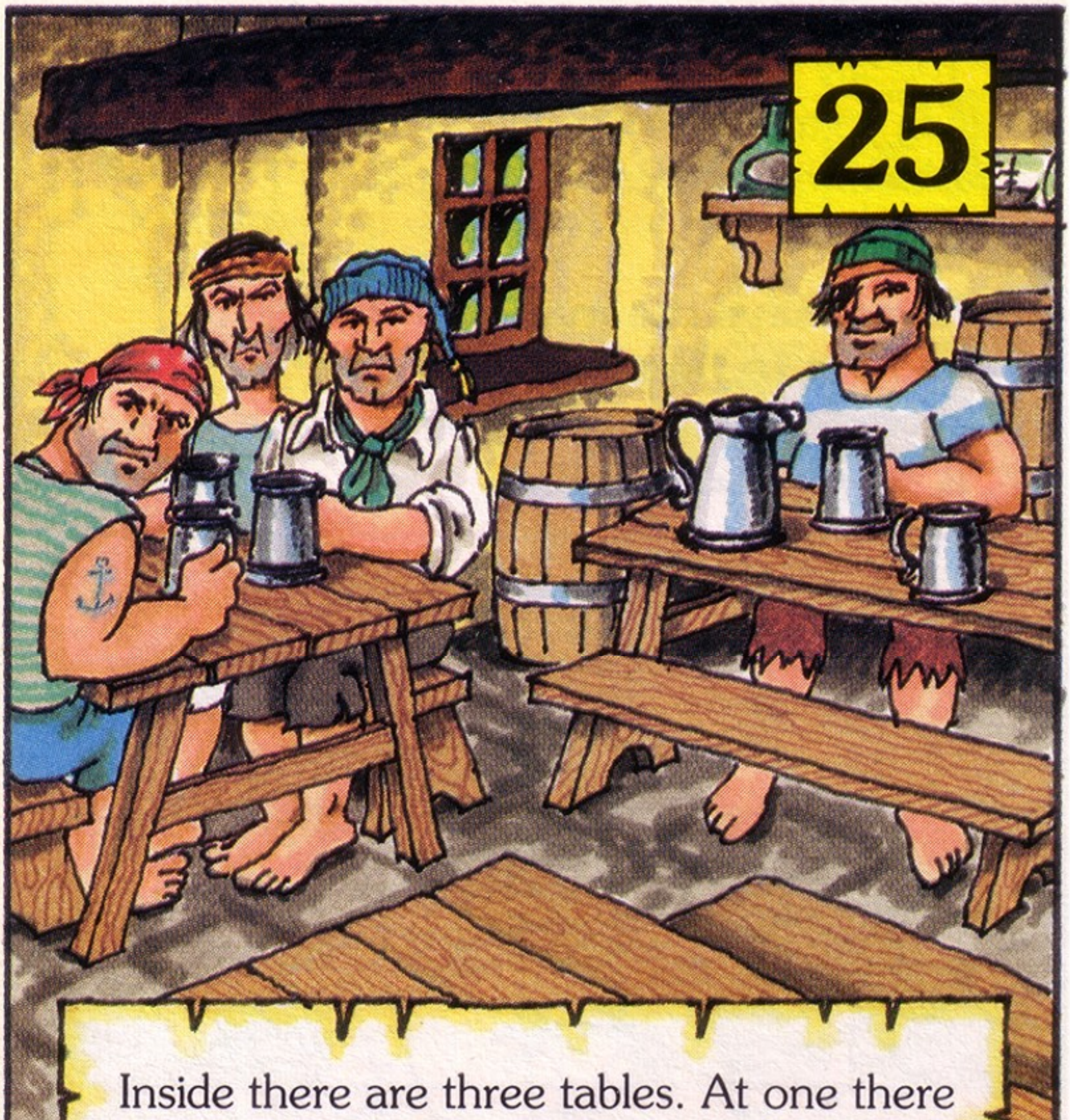
If you have the map and decide to show it to them, go to 7.
If you do not have it, or want to keep it secret, go to 18.

You unroll the parchment and discover it is a treasure map! Suddenly the man at the next table calls to you.

24



Go to 10.



Inside there are three tables. At one there is a group of sailors, another is empty, at the third sits a sailor with an eye patch.

If you join the group, go to 32.
If you sit at the empty table, go to 2.
If you sit with the man in the eye patch, go to 10.

26

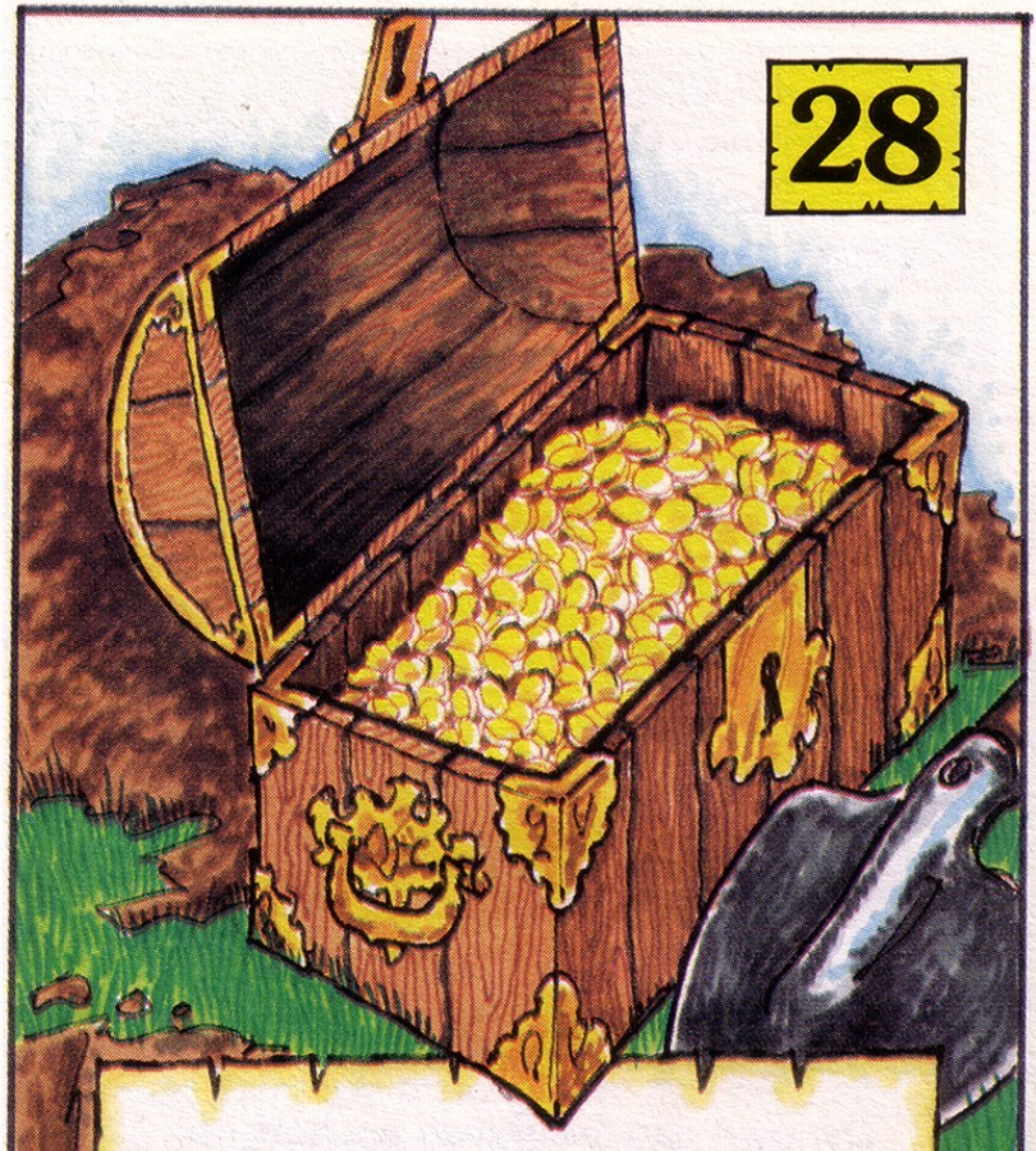
You are rowed ashore by the crew and, from your memory, you soon lead them to the spot where the treasure is buried.

Go to 12.

27

The next day the *Raven* anchors off Blackbeard's Island. When the captain discovers you do not have the map, the *Raven* sails away leaving you as a castaway on the island.

THE END



You all start digging and soon unearth an old wooden chest. When the chest is opened it is full of gold coins!
"We're all rich!" says Squire Tremaine.

Go to 34.

You return to the *Raven* with the sailors who bring you before the captain. He signs you on.

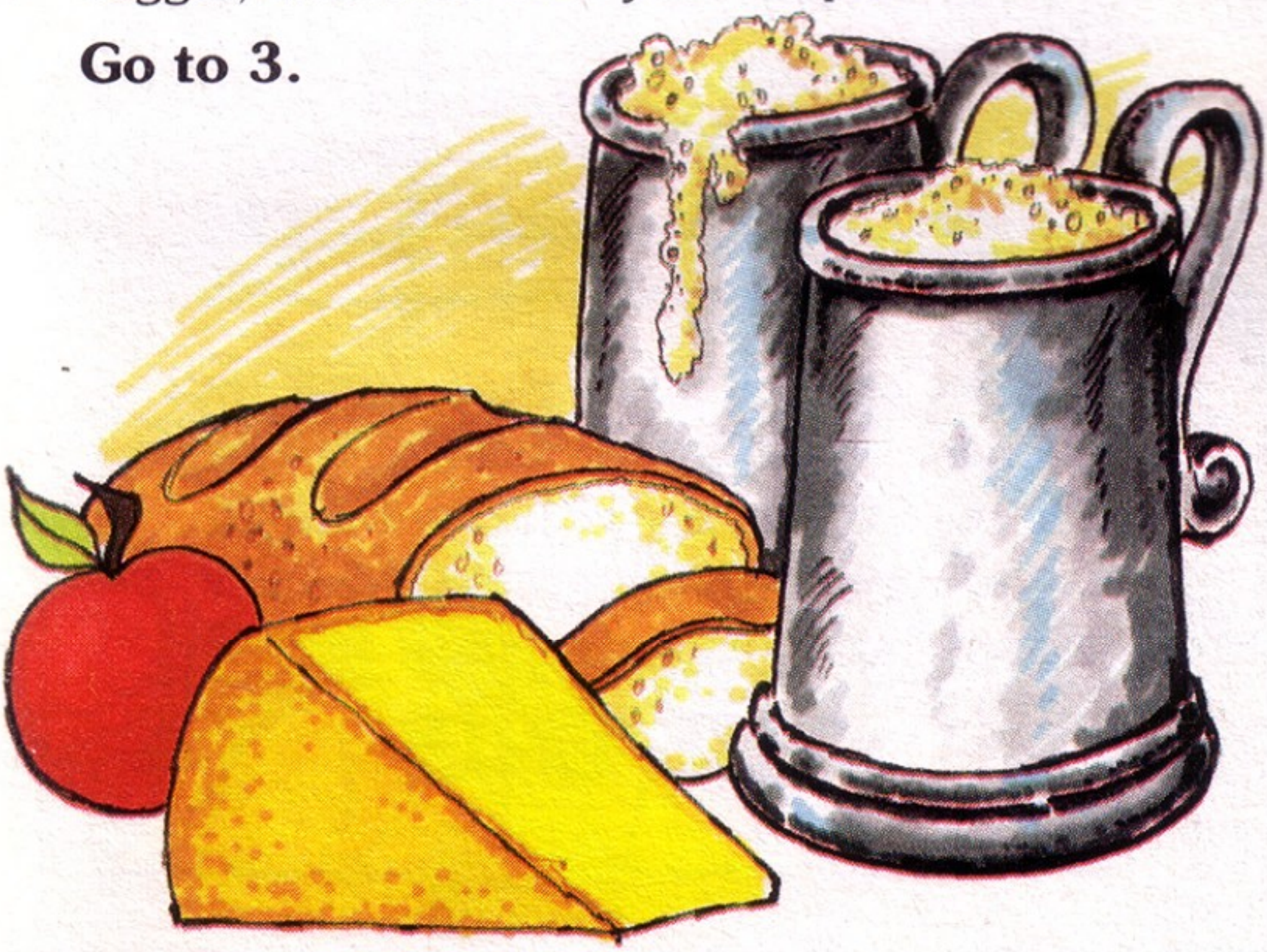
29

If you have the map and decide to show it to the captain, go to 5.
If you don't have the map, or decide to keep it secret, go to 8.

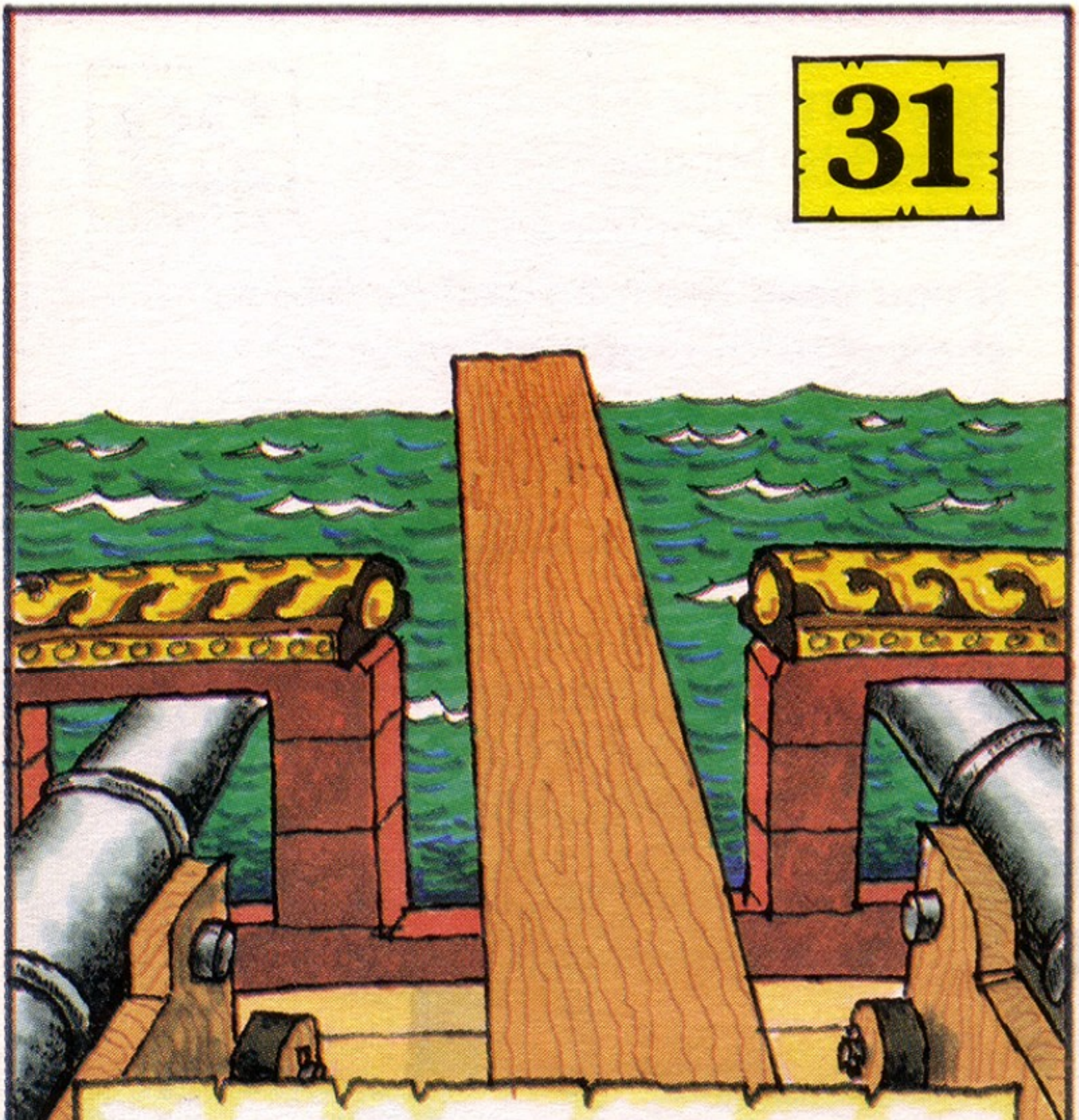
You enter the tavern and sit down at an empty table. You order food and drink for yourself and the beggar, and hand over your six pennies.

30

Go to 3.



31



You are all lined up on deck. "Well, my young friend," says the Squire. "It looks like our little adventure has not turned out as we would have wished." Soon it is your turn to walk the plank.

THE END

The sailors ignore you.

32

If you ask them where you can sign on with a ship, go to 14. If you decide to order some food, go to 2.

The group of sailors from the other table come over to you.

33

Go to 14.

You carry the treasure back to the *Bloodhound* and set sail for home and a life of luxury.

THE END

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